



LOTTERY PARTNERSHIP EDUCATION TECHNOLOGY PROGRAM GRANT APPLICATION

Educate/Innovate Program SPRING 2015

GENERAL INFORMATION:

Through a partnership with the Vermont Lottery, the Vermont Agency of Education is pleased to announce a twice annual competitive grant program that seeks to further school education technology programs by awarding technology equipment to be used to support innovative projects that address Common Core State Standards and Transferable skills as defined in the Education Quality Standards—see http://education.vermont.gov/documents/EDU-FinalEQS_AsAdopted.pdf

The funding for this grant program comes directly from Vermont Lottery program funds, not from Lottery proceeds. The Agency of Education is spearheading the effort and will act as lead on the program. This is the initial application process for a proposed twice yearly award.

TIMELINE FOR EDUCATE/INNOVATE SPR2015	
Application Release	February 13 th , 2015
Submission Deadline (Received in VT AOE)	March 27 th , 2015
Award Announcements	April 15 th , 2015
Project Implementation	July 1, 2015 to June 30, 2016

BACKGROUND:

This is a new grant program developed through a partnership with the Vermont Lottery and the Agency of Education. There are multiple goals within the program:

- to further the digital learning capacity of schools in Vermont
- to provide technology to a school that can support a new or existing innovative education program and;
- to increase awareness of the general public about the role the Lottery plays in supporting education

The program seeks to identify a school that can integrate a technology “cart” of 20 devices (iPads or Chromebooks; brand/vendor TBD) to create or further an innovative program that supports the Education Quality Standards. The award will consist of one cart of 20 (same) devices, to be used in the implementation of a proposed or ongoing innovative program.

TO CREATE or FURTHER an INNOVATIVE PROGRAM:

This program seeks to support the creation or further an existing program of study in one or multiple areas of the Education Quality Standards. The following areas may also apply:

- A project related to STEM (Science, Technology, Engineering and Math) education, with a clear focus on Technology and Engineering
- Any project-based learning focus, whereby students are clearly using technology to support projects in core curriculum areas
- Collaborative learning environments focused on core curriculum
- Collaborative learning environments or projects focused on supporting a community initiative. (ex: a web project supporting town history or a particular aspect of a town's identity).
- Use of technology to support learning that leverages the EQS Transferable skills: http://education.vermont.gov/documents/EDUPBGR_TransferableSkills.pdf

This grant program seeks to support schools and programs that are engaging in ways to transform education practices with tools of technology. Proposals should address the National Education Technology Standards for students or teachers (NETS-S, or –T) and be clearly supportive of learning that derives from those standards. Please do not list standards, only indicate ways that they might be met, using the overarching terms for each area; creativity and collaboration, etc.

ELIGIBILITY:

This grant program is aimed at **Vermont-based K-12 public schools**. This does include Career and Technical Education Centers as well, (CTE). Any public school may apply. Schools must indicate on their application a capacity to best utilize the influx of the new wireless-capable devices. Schools should have broadband capacity adequate to do so and a wireless network that can accommodate the addition of new devices. **While all schools are eligible, special consideration will be placed on schools with a combination of the following characteristics:**

- Small, rural schools with less than 100 students
 - Schools with high F/R lunch status—60% or above range
 - Schools that lack device access for students—but have adequate infrastructure to support this number of devices
 - A plan to sustain the inclusion of digital learning devices beyond the life of the awarded devices—(schools with clear School Board mandates for making regular updates)
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This award is an equipment award ONLY. No cash or check will be presented to the school. Equipment will be purchased and delivered by the program coordinators, VT Lottery and VT Agency of Education. The devices delivered will be considered final and ownership will transfer to the school. Warranties are applicable solely from the vendor. Schools may choose to purchase optional services at their own discretion and expense, (service plans, extended warranties, etc.)

The award will NOT include:

- a. Professional development or other services for educators
- b. Services or related devices that allow Chromebooks to access the Internet
- c. Cases or other protective devices for the devices
- d. Spare power-supplies
- e. Printers or other peripheral devices
- f. Additional service plans or warranties
- g. Disposal plans for end-of-use scenarios—schools should dispose of properly
- h. Funds for personnel of any kind

Press and Publicity:

One of the goals stated above for the program is:

- to increase awareness of the general public about the role the Lottery plays in supporting education

To that end, awardees are expected to allow and support the following:

- At a mutually agreed upon date & time, the Lottery and AOE personnel want to hold an award presentation at the school and take photos & video. We also plan to invite the media.
- Interviews may be requested of school administrators or teachers.
- Additional press and photographic opportunities may be sought by the Lottery commission during the first year of the school's work with the new devices.
- Photos and video from winning schools will be used by the Lottery in messaging about Lottery supporting education in Vermont.

Application Format & Content

Format: Total application should be **NO MORE THAN THREE (3) PAGES**, single-spaced, font sizes 10-12 and adhere to the following sequence and format. **(Format: 10 Points)** **NO MORE THAN THREE PAGES WILL BE EXAMINED BY REVIEWERS.** *(This does not include the proposal cover page, indicated on page 7 of this application)*

1. Program Description (no more than one page): Briefly describe the program or project the addition of this technology will support. You can propose a new project here or you can indicate a project that is already underway and indicate briefly how it addresses one of the areas targeted on the preceding page. Be *clear* as to how this specific addition of technology will enhance student outcomes in the project. **(50 Points)**

2. Capacity for Success (Copy and paste the table into your proposal and answer in sentence form the other bulleted questions in this section.) **(25 Points)**

- Collect and report the following information:

# of students at school	Current # of mobile devices accessible to students	Broadband up/down connectivity speeds	#/type of wireless access points in building
			Ex. 14/802.11n AP's

- Power capacity—can the devices be charged readily by existing power receptacles?
- Staffing---Is there sufficient staff available to lead the use and professional development so staff and students can best make use of the devices?
- How do you (and reviewers) know that your school has the infrastructure capability to increase your access by 20 devices?

3. Program Evaluation (no more than ½ page): Describe how you will ascertain and identify student success with the addition of technology in the scope of the EQS or other strategies you have indicated: **(15 Points)**

Hints for success:

- This is an innovation program. Indicate how your school's idea or project is *innovative and creative*. No need to expound on your overall school innovations, tell the reviewers how this one will make an impact. Describe what students will be able to do.
- Read directions and follow carefully all instructions in the application.
- Spend little to no time describing how your school or school board does not fund technology. Indicate instead how this program might change that practice with its innovative nature.
- What will this accomplish? If you were to think out one year, what would you like to see happening? Indicate how you will get there in your narrative of the project.

Submission Process

You may email your 3 page application (with proposal cover page on page 7) to the following individuals. Please include both emails and submit by the Deadline. You will receive a confirmation upon receipt of your application. If you do NOT receive a confirmation within 24 hours, please email Peter Drescher directly.

To: allison.keating@state.vt.us

CC: peter.drescher@state.vt.us

Subject Line: Education/Innovate application

Application Deadlines: Your application should be received by Close of Business (4:30PM) on Friday, March 27th 2015. You may send it in .docx, .doc, .pdf or other word processing formats. Please do not send a link to a Google document. You certainly may *create* in that format, but please export to one of the formats listed before submitting.

For questions about this program, contact Peter Drescher, Education Technology Coordinator (802) 479-1169 peter.drescher@state.vt.us.

.Selection Process: All proposals will be read and scored by a small review panel of both internal Agency of Education and field-based personnel. The rubric being followed is listed in the scoring guide on the next page. The final awardee will be chosen through a consensus model. There will be 1 (one) awardee school.

Scoring Guide: Educate/Innovate SPR2015

Criteria	Poor	Average	Excellent
Format – (10 Points) <ul style="list-style-type: none"> Does the application adhere to the formatting requirements on page 4? Does the application include all elements required in sufficient length and detail? 	0 – 3	4 – 7	8 – 10
Program Description – (50 Points) <ul style="list-style-type: none"> Is the program innovative in its approach to curriculum and the integration of technology? Is the technology supporting learning? Does the program address areas listed on the top of page 2? Which ones? What transferable skills are addressed? How is student creativity and collaboration addressed? 	0 – 17	18 – 35	36 – 50
Capacity for Success - (25 Points) <ul style="list-style-type: none"> Is infrastructure in place to successfully support this technology? Does the school meet any of the special considerations on page 2? Is there sufficient staff resource to quickly maximize use of this technology? What other aspects of infrastructure capacity lead reviewers to believe this can be successfully deployed? 	0 – 8	9 – 15	16 – 25
Evaluation - (15 Points) <ul style="list-style-type: none"> Are there evaluation components inherent in the project—are outcomes based in a measureable way? Is there an evaluation plan apparent? Are there at least two clear measures of success identified? 	0 – 5	6 – 10	11 – 15
TOTAL SCORE (MAX IS 100)	_____		

Though reviewers may score in this manner, the final awardee will be identified by a consensus agreement amongst the group of reviewers.

Educate/Innovate SPR2015**PROPOSAL COVER PAGE**

School District or SU (school where devices will be delivered)			
Contact Person			
Phone			
E-mail			
Provide detail about the school as follows:	<u>School</u>	<u>Grade Spans</u>	<u>Current Enrollment</u>
Childrens' Internet Protection Act (CIPA) Certification	CIPA compliance is in place (Check one or more): <input type="checkbox"/> on school technology plans <input type="checkbox"/> on 2015 E-Rate application <input type="checkbox"/> Signature below confirms this is in place		
School Administrator Signature (Administrator or personnel that will formally receive equipment)			
Date			

